



DATAMOST

JET-BOOT JACK



ADVENTURES IN THE
MUSIC MACHINE!



Adventures in the Music Machine ***by Jon Williams***

Introduction

Dedicated to fast moves and music, Jet-Boot Jack represents a new breed of music lover. For his first adventure in computer gaming, Jack tunes directly into the Music Machine in his never-ending search for more music.

With his portable sounds and jet-powered boots, Jack travels the various colored chambers of the Music Machine collecting new music. This isn't easy, however, for Jack must ride moving elevators and platforms while dodging hanging rock. To complicate things further, there are creatures called "Movers" who try to block Jack's way. He soon learns to jump on the Movers and eliminate them. Jack also has to be careful not to run out of music energy, which can be replenished by jetting into the pink creatures called "Sleepers."

The Music Machine consists of ten music chambers, ranging from chamber one where there are few Movers, to chamber ten where life becomes extremely challenging for Jack. There are also five levels of difficulty and a practice level, where Jack can collect music without any Movers to obstruct him.

So if you're ready to soak up a little music, put on your jet-boots and get ready to guide Jack through the Music Machine!

Object

The object of Jet-Boot Jack is to clear all the musical notes from each music chamber and proceed to the next chamber.

Start Up

1. Plug your joystick into Controller Jack 1 for one player, or into Controller Jack 1 and 2 for two players.
2. Insert the Jet-Boot Jack disk into the drive and turn your computer on.
3. The Jet-Boot Jack title screen will appear, followed shortly by the menu screen. Wait 30 seconds and the demonstration mode will begin, showing you all ten music chambers and the various creatures in each chamber. After the tenth chamber the title screen and menu screen will appear again.

Key Control

During the Menu Screen:

Press SELECT to select between 1 or 2 players.

Press OPTION to select between skill levels 1 through 5, or the practice level (P).

Press the SPACE BAR to jump chambers. You may skip any chamber you have *already completed* during the game, so you don't have to play the same chamber over and over.

Press START or the firebutton on your joystick to begin play.

During the Game:

Press START to start the game over at whatever chamber you've chosen to jump to.

Press RESET to return to the title screen, or press OPTION to return to the menu screen.

Press the SPACE BAR to pause the game. Press the SPACE BAR again to continue play.

Joystick Control

- Left or right movements of the joystick will move Jack in that direction, jetting him over any spaces left by moving elevators. You will lose one of Jack's five lives every time you *don't* jet over an open space, or when you run into a moving elevator.
- Pull the joystick toward you to bounce Jack on top of any Mover directly beneath him, thereby dislodging and eliminating the Mover.
- Push the joystick forward to control the movement of the elevators and platforms when Jack is standing on them. You may also wait and let the computer make these moves automatically.
- Press the firebutton to duck Jack under hanging rock and Movers. You lose one of Jack's five lives each time you run into a rock or a Mover.

Point Values

Musical Notes — 75 points each

Jumping on Mover — 100 to 350 points per eliminated Mover.

You gain bonus points for completing each chamber. The amount of the bonus depends on the skill level you're playing at.

You will receive an extra life for Jack at 10,000 points and again at 30,000 points.

Hints

Jet-Boot Jack starts the game with five lives. You lose one of Jack's lives each time he runs into a hanging rock, a Mover, or an elevator, and if he doesn't jet over an empty space.

When the warning sound starts and the music energy line flashes, you'll need to jet into a pink Sleeper to replenish your energy. If you completely run out of energy, the game ends and you'll have to start over.

The elevators will signal that they are about to move by changing shape.

Watch the moving tread, because it may be moving in the opposite direction that you are.

There are left and right moving platforms, as well as elevators which move up and down. To move either, simply stop on the platform or elevator and push the joystick forward. You may also let the computer make the move automatically.

Duck under all rocks and Movers!

It's a good idea to jump on and eliminate as many Movers as possible before trying to clear a particular path of notes. There are many different kinds of Movers; watch out for the ones that stretch, because they're hard to duck under.



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